SEP2 Group Contract
Course: Software Technology Engineering
Semester: Second Semester
Date: 18.2.2025

Group Members (GMs): Guillermo Sánchez Martínez, Piotr Junosz, Alexandru Savin, Halil Ibrahim Aygun, Eduard Fekete

1. Core Values and Priorities

The group shall adhere to the following principles to guide its work:

- **Democracy**: Decisions are made collectively and fairly.
- **Respect**: For time, work, effort, and private matters (family, personal obligations).
- **Efficiency**: Striving for productivity in task completion.
- **Fairness**: Recognizing and balancing individual strengths and weaknesses.
- **Peace**: Fostering a harmonious group dynamic.

2. Purpose

Our group aims to successfully complete the SEP2 project and other second-semester group assignments. The objectives are as follows:

- Deliver a project that meets acceptable standards, ideally achieving high grades (10-12).
- Facilitate learning about group dynamics and project-specific competencies for all members.

Decision-Making:

- Any amendments to this contract or significant group decisions must be approved by at least 80% of the members
- All other decisions need to be approved by a simple majority of the group (>50%)
- All members are entitled to voice their opinions before voting or decision-making occurs.

Task Delegation:

- Tasks will be initially assigned democratically. Subsequent delegation may occur through agreement among group members.
- Each task owner is responsible for ensuring the completion of their assigned tasks.

Conflict Management:

- Members are encouraged to de-escalate conflicts and maintain a positive group dynamic.
- Negative behaviors or situations should not be met with retaliatory actions.

Workload Distribution:

- Fairness takes precedence over equality; members are expected to contribute based on their capabilities and strengths.
- Members must respect and accommodate others' participation by attending meetings, meeting deadlines, and collaborating during classes.
- Group members should allocate time to assist others as necessary, as no task is entirely individual.

3. Group Expectations

1. **Communication:**
   - Respond to team messages within 72 hours.
     i. Within 2 hours if it is about an upcoming hand-in (48 hours before) (excluding 20:00 - 10:00, or work-related gaps in schedules)
   - Attend all scheduled meetings or inform the team at least 2 hours in advance of absence.
   - Join the meeting at the agreed time or inform of delay, being delayed without notification will result in 0.5 missed attendance. Not attending counts as 1 missed attendance.
     i. GMs can join before the meeting and continue with private matters but the agreed time is when the meeting starts, and everyone has to be actively present
2. **Workload:**
   - Equitably distribute tasks among all members.
   - Notify the team of any challenges or delays promptly.
3. **Deadlines:**
   - Complete assigned tasks on or before the agreed deadline.
4. **Code Standards:**
   - Adhere to principles taught in all sessions so far taught in our class

4. Conflict Resolution

- Disputes will be discussed as a group.
- If unresolved, the matter will be escalated to the project supervisor(s).

5. Accountability

To ensure accountability and maintain harmony, a point-based system will track rule violations. The purpose of this system is to bond in the team, not to punish the "bad apples".

Knowingly lying -> 1 point

1 missed attendance -> 1 point

Incomplete work without valid reason -> 0.5 points

Failure to respond to messages -> 0.25 points

Missed deadline -> 1 point

Blindly agreeing -> 0.25 points

// minus point stuff

1 point -> the person has to prepare a self-made good (eg. a cake), or deliver a treat for each member of the group such that the majority of the group approves it (before consuming/using it).

Tracking System:

- The points will be tracked and managed in the main FigJam page on Figma

Signatures